

A Foreign Legacy

**A Two-Round Low-Rank Adventure for Living
Rokugan (Champions of the Emerald Empire)**

Round 1

by Robert Hobart

The Unicorn are holding a festival and tournament in remembrance of their Clan's return to Rokugan. You have the chance to win great honor and glory... but strange threats are afoot in Shiro Iuchi, and winning the competitions may be the least of your concerns.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

GM's Information

THIS TOURNAMENT SHOULD NOT BE RUN COLD!

This adventure is a Low Rank adventure. This means that only Rank 1 or 2 characters should be allowed to play. This adventure was not written with Rank 3 or higher characters in mind and cannot anticipate what these characters may bring to the table.

The world of Rokugan is a cross between feudal Japan and China. It is set in an age of honorable samurai, serving their Lords (Daimyo) and Empire. Remember that family names come before personal names. Akodo Toturi is from the Akodo family and his personal name is Toturi.

A note on female designations: If a samurai has the designation of -ko, then the samurai is a female. For example, if you see Samurai-ko, then this denotes a female samurai.

A note on commerce in Rokugan: Samurai are not supposed to care about worldly possessions, especially money. A samurai pays a commoner as if the money is meaningless, a concession to the commoner's silly needs. Between samurai, the exchange of money and merchandise is an exchange of "gifts."

Adventure Background

The PCs have been invited to Shiro Iuchi in Unicorn lands for a tournament to celebrate the anniversary of the Clan's return to Rokugan. Representatives from all of the Great Clans are here, along with some of the Minor Clans and a few ronin. This is an opportunity to earn great Glory, with several members of the Emperor's court present to witness their accomplishments.

But there is danger here as well. Ten years ago, a troop of Unicorn cavalry captured a creature of the Living Darkness, the sinister Shadow which lies behind the myth of the ninja. With the help of the famed magistrate Kitsuki Kaagi, they brought the thing back as a prisoner, and it is still imprisoned within a secret chamber beneath Shiro Iuchi. The Unicorn have been trying to learn the creature's secrets, hoping to discover more about their old enemy and its intentions.

Now, however, the Shadow has decided it is time to free its minion, and is infiltrating the tournament to that

end. The PCs will have an opportunity to help defeat this threat, and to learn – perhaps for the first time, for many of them – of the threat from the Shadow.

Other threats also stalk the festival. A Scorpion agent, Shosuro Tajiki, has entered the tournament in order to murder a Unicorn magistrate, Otaku Kubo, who is threatening to expose the Scorpions' opium smuggling network.

And Iuchi Dogo, a Unicorn shugenja obsessed with his hatred of the Crane, is plotting to use the festival to get revenge on the Crane family who ruined his own daimyo's line many years ago. Dogo is intended to be a recurring villain in the Living Rokugan campaign, so regardless of whether or not the PCs expose and thwart his plan, he should escape this scenario alive.

Player's Introduction

Pennants of purple and gold snap in the brisk winds, flashing against the bright blue sky. It is a warm, breezy afternoon in the month of Hantei, the month of the Horse to commoners (and of May to gaijin). The strange, onion-shaped spires of Shiro Iuchi blaze in the sunlight. The castle of the Unicorn Clan's shugenja family is perched above a deep cleft in the Spine of the World Mountains, and beyond a narrow road winds down to grassy plains and, at the very limit of the horizon, the dark mass of Shinomen Forest.

Here, in the green fields before the castle, Mother Sun sparkles on the pennants of hundreds of samurai, Unicorn above all. The representatives of every clan, yourselves among them, have gathered here for a festival and tournament to celebrate the anniversary of the Unicorn Clan's return to Rokugan.

Drums roar, and silence falls on the crowd as the Unicorn Clan champion, Shinjo Yokatsu, rides his awesome warhorse to a small rise where he can address you all. He looks anxious and uncomfortable in front of so many non-Unicorns, but after a moment he clears his throat and begins to speak. "Over two hundred years ago, our people fought their way through darkness and shadow to return to the land of their ancestors. Today, we have gathered to celebrate their victories and accomplishments. We invite the rest of the Empire to join us in the games and tournaments which will bring honor to their names. We, mm, we are honored to have with us the Lion Champion, Akodo Toturi, to join us in our celebration." He gestures vaguely toward a noble-looking man in Lion gold, then pauses for a moment,

flushing with embarrassment, before continuing. "The Great Tournament which begins this afternoon will, uh, will recreate the trials of our ancestors. The victor will be rewarded with a great gift: a warhorse of the Otaku family, the finest fighting beast to be found in the Empire!"

He breaks off his speech as the gathered Unicorns shout, "Banzai! Banzai!" Yokatsu waves to his followers and, with obvious relief, ends his speech.

Unicorn samurai begin circulating through the crowd, asking who will accept the challenge of the Great Tournament. You see many samurai from other clans – even one or two Ronin – stepping forward.

Notes on Running this Scenario

This event is designed as a two-round adventure, and may be run as either "round-robin" (all PCs advance) or "advancement" (top players advance). The first round ends with the attack of the Shadow on the second night of the festival; the second round ends with the completion of the tournament and the resolution of Shosuro Tajiki and Iuchi Dogo's actions.

Like many Living Rokugan adventures which center on tournaments and courtly activities, "A Foreign Legacy" has a large cast of NPCs. The GM should read the list of NPCs carefully, and try to decide beforehand how each character will be played. Also, the GM should be prepared to improvise additional NPCs – particularly additional Unicorns – at need, since there are numerous unnamed samurai at this tournament.

The GM should also carefully review the key encounters so they can run smoothly.

Atmospherically, this scenario is intended to showcase the Unicorn Clan, with its exotic barbarian-influenced ways. Since the adventure takes place in the heart of Unicorn lands, PCs from other Clans will find themselves the "outsiders" while the normally fish-out-of-water Unicorn PCs will be right at home.

Running the Unicorn Tournament

It is up to the PCs whether or not they enter the tournament – they can, if they wish, simply attend the festival without participating (perhaps a good idea for courtier PCs). The PCs can get a general idea of the nature of the Tournament by asking the other guests and entrants – it will last three days, and is meant to

recreate the Unicorns' return to Rokugan. As such it will test the same skills of combat, riding, magic, navigation, and resilience which were needed to make the original trek. PCs can learn the exact nature and order of the contests by asking carefully among the local Unicorn and making a **Courtier/Awareness** roll at TN 15. If so, they learn the following:

- There will be a total of seven contests: Archery, Riding, Mounted Combat, Spellcasting, Battle, the Night Ride, and the Battle Against Fu Leng.
- The spellcasting contest is limited to shugenja (obviously) and is intended to balance their expected poor performance in the physical contests.
- The Night Ride is a race performed at night and without lights. It is said to be the most difficult part of the tournament.
- The Battle Against Fu Leng will require the contestants to do battle against some sort of captured Shadowlands monster, although the exact sort of creature has been kept carefully secret.
- The three judges (Shinjo Yokatsu, Otaku Kamoko, and Akodo Toturi) will determine the winners of each contest.

The Unicorn will allow anyone to join the tournament, even Minor Clan and ronin PCs. There will be more than thirty entrants, of whatever Clans and affiliations the GM thinks appropriate. Besides any PCs, these will include the following specific NPCs:

Unicorn Clan: Iuchi Dogo, Iuchi Sogatsu, Shinjo Yasamura, Shinjo Toguda, Otaku Yui, Otaku Kubo.

Scorpion Clan: Shosuro Tajiki.

Crane Clan: Daidoji Ikori, Kakita Kujiaki.

Crab Clan: Hida Rokotsu, Kuni Takaoka.

Phoenix Clan: Shiba Tomodachi.

Dragon Clan: Togashi Bokkai.

Minor Clans and Ronin: Kitsune Sanae (Fox Clan), Kaze (ronin)

Scoring the Tournament: the PCs who participate in the tournament are awarded points for their performance (as listed in each event). Have each player keep track of their character's accumulated points. At the end of the first round, the GM should initial each player's point total, which they will carry into the second round of the event (assuming they advance to play in the second round).

At the end of the second round, point totals for the relevant NPC participants will be listed. Compare these with the point totals of the PCs to determine the winner of the tournament.

The First Contest: Archery

The first contest of the tournament is announced immediately after the selection of contestants. A young, serious-looking Unicorn samurai steps forward and bows before you, while servants scuttle behind him to make preparations. "Greetings, noble guests," he says. "I am Otaku Baiken, gunso (sergeant) in the armies of our great Clan. The first contest of our tournament will be one of archery. You can see the targets being placed on the field behind me. Each of you will be required to take two shots at each of the targets, with the greatest number of hits marking the victor." He bows as the servants finish their work and hurry off the fields. "Shinjo smile on your efforts."

There are a total of three targets, each farther away (and smaller) than the one before. The contestants may employ either Rokugani archery (Kyujutsu), which uses the Reflexes trait, or Unicorn (Gaijin) archery, known as Yomanri, which uses the Agility trait. If they use Yomanri, they may not spend more than three actions aiming for each shot.

The TNs to hit the three targets are 15, 20, and 25, and each contestant must take two shots at each target. Hits are worth 1, 2, or 3 points, depending on the target. Aside from the PCs, the strongest contestants in this competition are Kakita Kujiaki (who hits every shot, and draws much applause from the crowd), Shinjo Yasamura (who uses Yomanri), Iuchi Sogatsu (who, unusually for a Unicorn, employs traditional Kyujutsu), Shosuro Tajiki (who is nearly as impressive as Kujiaki), and Daidoji Ikori. The least impressive contestants are Iuchi Dogo and Kuni Takaoka, both shugenja, who (unlike Sogatsu) have neglected archery training.

Observant PCs can pick up the following information during this competition:

- Any PC rolling **Simple Awareness** at TN 15 notices the ill-disguised loathing which crosses Iuchi Dogo's face as Kakita Kujiaki bows to the applauding crowd.
- A PC rolling **Archery/Perception** at TN 15 senses that Shosuro Tajiki actually "threw" the competition, and could probably have matched Kakita Kujiaki's performance.
- The ronin Kaze seems to be a pretty good shot for a shugenja, but winds up missing about half the

targets. However, any PC rolling **Simple Awareness** at TN 15 realizes that Kaze is keeping one eye on Shosuro Tajiki at all times, and that this distraction prevented him from doing better in the competition.

The First Evening: Dinner

After the archery competition concludes, the contestants are dismissed to bathe and change their clothes before the evening dinner. The meal is held in a large pavilion set up outside Shiro Iuchi, and cool evening breezes waft the odors of delicious (and often exotic and spicy) food through the air. Servants light numerous lanterns (both traditional Rokugani paper lanterns and a few gaijin glass ones) as the evening deepens, and a Phoenix tejina (entertainment mage) offers sparkling and amusing illusions to enliven the meal.

After dinner, everyone circulates and socializes for a couple of hours before drifting off the bed. During this time, the PCs will have the opportunity to observe and participate in a variety of events:

- **Bayushi Eriko**, the Scorpion ambassador, will circulate through the crowd and introduce herself to everyone. She spends some time in friendly conversation with Shosuro Tajiki, supposedly to welcome her Scorpion cousin. At more than one point, Otaku Kubo will approach her and ask several pointed questions about the Scorpion Clan's trade in medicinal opium, but Eriko politely deflects such matters. "Please, at this pleasant gathering, such things are too boring to discuss. Tell me, what did you think of Kakita-sama's artistry with the bow?"
- **Shosuro Tajiki** may have met with some of the PCs before (if they played through *Satsume's Tournament* or *A Chance Meeting*, for example). He will renew his acquaintance with them, ask what they have been doing in the intervening months, and generally play the friend.
- **Otaku Kubo** will approach any PCs who are magistrates, Kitsuki family, or obviously anti-Scorpion in their attitudes. He will sound out their opinions on opium, particularly on whether they believe the legal (medical) opium trade can be trusted to the Scorpion, and how much of a threat illegal opium represents to the Empire. If they seem suitably hostile to the problem of opium addiction, he explains his suspicions that the Scorpion are behind the entire illegal opium trade. "What better weapon to weaken one's foes than one they welcome into their lives?" he asks. "I believe I may have found some of the links in their network. With time, perhaps I can unravel the whole corrupt tangle." He eyes the Scorpions at the festival with ill-hidden distaste. "If I am allowed time."
- **Ide Doud** will converse charmingly with all the non-Unicorns present, demonstrating the classic friendly diplomacy of the Ide family. Any PC who rolls **Simple Perception** at TN 15 will notice that he wears a pendant of crystal, sculpted rather like a lens, on a thong around his neck. If asked about this curious item, Doud recounts a story of the Unicorn Clan's encounter with the Lying Darkness during their return to the Empire. "A samurai had bought a crystal broach for his betrothed, but when he presented it to her, the light shining through the broach pierced her flesh like mist. In this way more than a dozen such imposters were discovered. Whatever had taken them could not bear the light of Lady Amaterasu's tears." Most non-Unicorns present (especially Kuni Takaoka) will dismiss this tale as an amusing bit of "gaijin nonsense," but Hida Rokotsu nods thoughtfully. He will say nothing except, "There are more things in the Shadowlands than Fu Leng's children."
- **Kakita Kujiaki** will impress almost everyone with his charm and elegance. He will be sure to compliment any PCs who did well in the archery competition, and modestly belittles his own skills. "The Fortunes were kind to me this day, that is all. I am sure I could be bested were the contest held again."
- At some point when Kujiaki is making such a remark, **Iuchi Dogo** is heard to loudly remark, "Such noble false modesty. Did not Shinsei say to beware the man who cannot admit his own excellence?" His eyes burn with obvious hatred as he glances aside at Kujiaki. The Crane will politely avoid a confrontation, but Dogo continues to drop insults (without stepping over the line that might provoke a duel) against both Kujiaki and any PC Cranes who are present.
- After this incident, if any PC speaks with Dogo (or shows obvious anti-Crane sentiments) he will confide in them. "My daimyo's father was humiliated in a political struggle with that Crane's family. Because of their machinations, much of our land and rank was stripped, and we were reduced to poverty-stricken minor vassals. Such duplicity has always been the true path of the Crane – smiling as they cut your legs from under you." Dogo's eyes blaze with churning resentment as he watches Kujiaki continue to circulate through the crowd. "Someday... someday, they will all pay for their dishonor."

- If any PC asks Kujiaki about this story, he appears honestly puzzled. “I confess I am not acquainted with all the political struggles of past generations, although I recall my uncle was an ambassador to the Unicorn before his retirement.”
- If anyone asks **Kaze** the ronin about his apparent problems with Scorpions, he scowls and says, “That is my own concern, samurai-sama.” If the questioning PC exhibits hostility toward Scorpions, however, he may quietly confess that “the Scorpion have reasons to hate me.” More than that he will not say. If any PCs have fought Kaze in a previous adventure (such as *The People’s Expense*) he will show no animosity. “A ronin fights where his patron commands.”

The First Evening: A Nighttime Visitor

That night, the Living Darkness invades the castle and takes Shinjo Toguda, whose bitter hatred for the Crab Clan makes him vulnerable to the Shadow’s spiritual attack. It will also stage mental assaults (in the form of nightmares) on all of the PCs.

- Each PC experiences a similar nightmare, a vision of darkness creeping out of the cellars to consume the castle and then the world. The PCs see darkness flowing, like liquid, up from the basement of the castle. It seems to beckon them, coiling and slithering around their limbs and tugging them toward something (or someone) of great importance. Faces appear out of the darkness to leer and gibber at them before fading back into the shadows.
- Each PC’s nightmare will include the images of both long-term acquaintances (family, friends, teachers) and those only just met at the tournament (other PCs, fellow contestants, and always Shinjo Toguda).
- In all of the nightmares, the faces seem to blur and slide into each other, and the world itself is vague and confused. The PC seems to hear many voices in the distance, but those of the people in front of them seem muffled and indistinct.
- When the PCs awaken, they are shaken and drenched in sweat, but the dream seems vague and insubstantial, slipping away as they try to remember it. The PC must roll **Simple Void** at TN 15 to recall the images of the dream.

After the PCs awaken, have them all roll **Simple Perception** at TN 20. Those PCs who succeed hear someone stumbling down the hallway outside their

room. If they look out, they see Shinjo Toguda walking down the passage, staggering and slumping against one wall. If the PCs approach Toguda (perhaps to offer him help), he seems dazed and unresponsive at first, then slowly focuses on them. “I was dreaming,” he finally mutters, and turns to lurch back to his own room.

If the PCs ask Toguda about this the next day, he denies it completely. “You must have been mistaken, samurai-sama,” he says firmly. “I slept soundly the whole night.” Any PC who rolls **Simple Perception** at TN 15 catches a momentary glimpse of shadowy blackness in Toguda’s eyes as he speaks. It is gone instantly – was it a trick of the light?

The Second Day: Morning

The festival begins its second day with a fine simple meal of rice, miso soup, and vegetables, served under the pavilions which surround Shiro Iuchi. If the PCs encountered Shinjo Toguda last night, he seems himself again today, and speaks cheerfully with those around him. Indeed, all the contestants seem cheerful and in good spirits, ready to resume the contest and to do their best for their clans. Even the sour Iuchi Dogo seems in a good mood today.

As the meal ends, the PCs are awed by a display of stunt-riding by a troop of veteran Otaku Battle-Maidens, led by Otaku Kamoko herself. The Unicorns roar out cheers and applause for their Clan-mates.

At the conclusion of the shouting, Kamoko rides up to the contestants and salutes them. *“Riding has always been the heart of the Unicorn, the strength that saw us through all dangers. The bond between horse and mount is sacred, as strong as the bond between a samurai and his lord. In memory and recognition of this bond, which has endured through all the thousand years of our Clan, we offer now a contest of horsemanship. Let the contestants come forward!”*

The Second Contest: Riding

The PCs will need the skill of Horsemanship to compete effectively in this contest. (All of the NPC contestants have at least Rank 1 in the skill.) Contestants who lack the skill can opt to sit out this contest, or can attempt (probably unwisely) to compete unskilled. Athletics can be used as a “related skill” for this contest, subject to the usual restrictions (no exploding tens, TNs raised by 10). The Unicorn clearly

expect one of their own to win this portion of the tournament, and cheer lustily for each Unicorn contestant who steps forward.

Each contestant will be allowed the use of a Unicorn riding horse (but not an Otaku warhorse), thereby ensuring that the contest is evenly balanced and only the rider's skill is tested. The contest consists of three stages:

1st stage: the contestants must ride across the fields in front of the castle, leaping their horse over a series of wooden barricades. To do this successfully, they must roll **Horsemanship/Agility** at TN 10. Success earns the contestant 2 points.

2nd Stage: the contestants must race around the perimeter of Shiro Iuchi, coaxing the maximum possible speed from their mounts. This requires a **Horsemanship/Awareness** roll at TN 15 to earn 2 points. Each successful Raise earns an additional point, to a maximum of 5.

3rd Stage: finally, the contestants must convince their horse to leap a shallow but wide trench dug in the earth. This requires a **Horsemanship/Willpower** roll at TN 15 to convince the horse to try this dangerous feat. Success earns 2 points; failure means the horse refuses to jump.

Although all the Unicorn contestants do well (especially Shinjo Yasamura), several of the other contestants perform impressively as well, notably Shosuro Tajiki and Kakita Kujiaki, whose expert riding is greeted with admiration by the Unicorn. Kujiaki afterwards humbly offers much of the credit to his "splendid mount," further impressing his hosts. Any PC rolling **Investigation/Perception** at TN 15 notices a brief expression of outraged fury crossing Iuchi Dogo's face as Kujiaki makes his compliments.

The Second Day: Midday Break

The contest of riding concluded, the contestants are invited to retire to the bathhouse and cleanse themselves before the midday meal. The bathing facilities are outdoors, enclosed by bamboo walls, and segregated by gender. While there, the PCs can notice the following interactions:

- Shosuro Tajiki converses pleasantly with all present, but any PC making an **Investigation/Awareness** (or **Hunting**) roll at TN

20 detects a curious measuring aspect of him, apparently directed at the Unicorns.

- Otaku Kubo carefully avoids speaking with any Scorpions present. Given the chance, he will continue his discussions of the opium trade with the PCs.
- Iuchi Dogo deliberately snubs any Cranes present. If they confront him and demand an apology, he will mutter a perfunctory one. Daidoji Ikori is clearly furious, and growls about seeking a duel, but Kakita Kujiaki laughs the matter off. "Come, my friend, we cannot expect everyone to love the Emperor's Left Hand. Our duties do not always make us friends."
- Shinjo Toguda seems his normal self. However, any PC who rolls **Simple Awareness** at TN 20 briefly notices something very odd: Toguda's face seems, for just an instant, to shift and slide like soft wax. The apparition is visible for the merest instant, and the PCs are not sure if they really saw it. Any PC with **Lore (Shadow)** or **Lore (Unicorn Clan)** skills, or a Unicorn PC with the History skill, may make a **(skill)/Intelligence** roll at TN 20 to remember something about the Unicorns' encounter with the Living Darkness beyond the borders of the Empire, and how the Darkness' victims lost their identity and physical form, ultimately becoming formless and malleable.
- **Shiba Tomodachi**, who is a magistrate of the Phoenix Clan, will speak quietly with fellow Phoenix, magistrate PCs, and any PC who hunts the Shadowlands or *maho* (witch-hunters, inquisitors, etc.). He explains that a couple of months ago, a maho-tsukai managed to infiltrate the Isawa libraries and steal many important scrolls relating to the defeat of the Bloodspeaker Iuchiban. Tomodachi is deeply concerned about this event, despite the assurances of his superiors that nothing vital was lost, and asks the PCs to be on the lookout for the workers of *maho*. "I fear a great evil is stirring in the Empire, one we had long thought finished and done with."
- PCs in the women's bath find themselves sharing it not only with **Otaku Yui** and **Kitsune Sanae**, but also with **Bayushi Eriko**, the elegant and charming Scorpion ambassador to Shiro Iuchi. She will ask the PCs what they think of the contest so far, and speaks approvingly of her clan-mate Shosuro Tajiki. "I understand he was appointed Emerald Magistrate after uncovering a Maho-Tsukai in the palace of the Emerald Champion himself. Quite the achievement, don't you agree?"

After the baths, a modest meal of rice, vegetables, and white meats (pork and poultry) is served before the competitions resume.

The Third Contest: Mounted Combat

After the midday meal, the contestants return to the fields below Shiro Iuchi. A selection of Unicorn riding horses are waiting there, each with a yari, naginata, and heavy lance (umayari) standing upright beside it. Akodo Toturi stands before the horses, his gold-dyed hair burnished by the sun, and addresses the contestants:

“When the Unicorn first returned to Rokugan, their ways of fighting caught us all by surprise. Since then, the art of mounted combat has spread throughout the empire, and many battles have been decided with it.” There is faint muttering from the handfuls of Lion present, many of whom plainly still regard Unicorn techniques as “gaijin trickery,” but Toturi continues as though he cannot hear. “It was these skills of mounted conflict which brought the Unicorn back to us through so many perils. Here, we ask that you honor their tradition by showing your own skills in this field.”

The contest requires that the PC ride the horses and, using the three weapons offered, attack and destroy a series of three practice dummies which have been placed at the far end of the field. Each contestant is allowed to make only a single attack with each weapon. Contestants who can successfully roll Horsemanship/Agility at TN 15 prior to their attack may add their Horsemanship skill rank to their damage roll (if they manage to hit).

- The first dummy, the target of the yari attack, is TN 10 to hit, and requires 10 points of damage to successfully destroy. This earns the competitor one point.
- The second dummy, the target for the naginata attack, is TN 15 to hit, and requires 15 points of damage to destroy. This earns 2 points.
- The third and last dummy is the target for the Umayari (heavy lance) attack. It is TN 15 to hit. PCs without the Umayari skill can use Yari as a related skill. The target requires 20 points of damage to destroy, and success is worth 2 points.

The most successful contestants are, unsurprisingly, Unicorns. Shinjo Yasamura, Otaku Yui, and Otaku Kubo all make impressive showings in the competition, with Yui and Yasamura both successfully destroying all three targets. There is much cheering and applause from the Unicorn heavy crowd. Oddly enough, however, Shinjo Toguda shows poorly in this competition, failing to destroy any of the targets; there

are confused murmurs from the watching Unicorns. Toguda, however, seems unconcerned, and calmly returns to the rest of the contestants to wait out the outcome of the contest.

Also as one might suspect, the least successful contestants (missing all three targets) are those whose legacy is distant from horsemanship: Hida Rokotsu, Kuni Takaoka, Kitsune Sanae, and Kaze. Most of them take their defeats with good grace, although Takoaka growls that “this sort of prancing about wouldn’t be worth a curse on the Carpenter Wall.”

The Fourth Contest: Spellcasting

After the lance contest concludes, the contestants gather once again on the fields below the castle. Iuchi Daiyu walks before you, bows, and speaks. “Our ancestor Iuchi learned much in the outside world, and we brought that knowledge back with us to Rokugan. Magic, as well as skill and courage, ensured our success on that dangerous journey. Now we offer a contest to showcase the esoteric skills of magic and the spirits.”

This contest is for shugenja only, and its inclusion in the competition is designed to compensate for the fact that shugenja have less chance of success in the martial contests that comprise much of the tournament.

The contest begins with Daiyu and several other shugenja invoking a huge mass of spirits, earth and air and fire and water, and whipping them into fury. The contestants must soothe the spirits using the Commune spell, casting it once for each Element. Each successful Raise soothes one additional spirit. The contestants are awarded one point for every two total spirits they soothe – a contestant who manages to soothe a total of 12 spirits actually dismisses the cloud of angry spirits altogether and automatically wins the contest, earning an extra point.

A shugenja who fails on a Commune roll will anger the spirits even further, suffering 1k1 damage from their backlash. If the shugenja fumbles (failing while rolling three or more 1’s), the damage increases to 3k3 as outraged spirits swirl all around, buffeting, burning, and blasting the unfortunate spellcaster.

Aside from the PCs, the most successful contestant is Iuchi Sogatsu, while the least successful is Kaze, who is clearly distracted by something. (He is keeping a

constant eye on Shosuro Tajiki.) Iuchi Dogo and Kuni Takaoka both offer middling performances.

After the shugenja contest concludes, Daiyu and his fellow Iuchi shugenja dismiss the remaining cloud of angry spirits.

The Second Evening: Dinner

This evening, dinner is enlivened by a variety of spicy and exotic foods, showcasing the Unicorn's discoveries in foreign lands. Compared to the milder foods of Rokugan, these dishes are fiery indeed, and non-Unicorn PCs must roll **Etiquette/Willpower** at TN 10 to avoid embarrassing faux pas such as making faces, spitting out particularly hot pieces, and so forth. Failure can be alleviated with an **Honor Test** (TN 10); otherwise the PC loses one point of Glory by publicly embarrassing themselves. (Besides any PCs who fail the rolls, the only diners to commit a public breach are Kuni Takaoka and Daidoji Ikori.)

The contestants speak with each other on their prospects for winning the contest, as well as the general affairs of the Empire. Any conversations begun earlier may be continued at the GM's option.

- Shinjo Toguda is silent and withdrawn, and seems uninterested in conversation even when fellow Unicorns approach him. At one point, a PC watching him should roll **Simple Perception** at TN 15 to notice another moment of swirling blackness in his eyes.
- Ide Doud watches Toguda carefully. If any of the PCs seemed to respond with interest to his earlier stories about the Lying Darkness, he may speak to them now, suggesting obliquely that the Darkness is also to be found within Rokugan itself. "It is a deceiver, a thing of lies and illusions that makes Scorpions seem honest. Be always on your guard, friends, even when you think yourself safest."

The Shadow Strikes

That night, the now completely consumed Goju Toguda (formerly Shinjo Toguda) acts to free the minion of Shadow which lurks beneath Shiro Iuchi. The Shadow will also attack the PCs in their dreams, seeking to subvert and corrupt their souls.

Dream Attacks

There are three possible attacks – one for bushi PCs, one for shugenja PCs, and one for miscellaneous and courtier PCs (basically anyone who isn't a shugenja or bushi). It is recommended that the GM take each group of players aside, read them the description of their dream, then get their immediate reactions without allowing them to consult or speak with each other.

Bushi dream: *You find yourself back in your dojo, dressed in the simple hakama and gi of your training days, and holding a bokken. Your sensei strides into the chamber and orders you to take up stance. "Today," he announces, "we will practice the killing strike. I will be your target." He takes up a defensive stance, his bokken held at guard. "Come! Strike me. Show your skills."*

The sensei will try to force the PC into attacking him, striking a killing blow, symbolically killing their own teacher and thus, themselves. The sensei will urge the PC to strike in more and more abusive and insistent tones, calling them cowards and weaklings, berating them for hesitating ("an enemy will never give you the chance to hesitate") or for striking a less-than-lethal blow ("you think a half-hearted strike will defeat your foe?").

Shugenja dream: *You are in the libraries of your family, researching the forgotten scrolls and secrets of your Clan. Your sensei is here as well, and he brings a scroll to you. "See, the power we have forgotten!" he says, pointing at the crinkled parchment. "With this scroll our family's power and glory will be unmatched. Learn it at once!"*

The PC will be able to ascertain that the scroll is for a forbidden maho spell, but the sensei will be insistent that the PC must learn and cast the spell. The sensei will marshal all manner of arguments for using the spell, arguing that it was actually forbidden in order to protect the other Clans from dominance by this one, that the spell would never have been preserved if it were truly dangerous, labeling the PC a weakling who is afraid of real power, and so forth.

Courtier dream: *You are in the court of your lord (or former lord or respected friend, if the PC is a ronin). Negotiations are underway with the representatives of other Clans, and you serve your lord well, outmaneuvering them with ease. After some days, your lord summons you to a private meeting. "I have decided," he explains gravely. "My Clan has never treated me with the respect and honor I am due. I will swear allegiance to another Clan, one who offers me*

the glory I am due. You will negotiate the agreement for me."

The chosen new Clan will be whichever one the PC would find most troubling (e.g. a Lion PC will dream of his lord switching to the Crane, for example). The PC's lord will insist that the switch of allegiance must take place, and will demand that the PC negotiate the best possible deal for his act of treason. If the PCs object (arguing that such behavior is dishonorable, for example), their lord flies into a rage and demands their seppuku.

Waking Up: After the GM has the players' reactions, each PC must roll **Simple Void**. The TN of this roll will depend on how the PCs responded to the dream. The key is for them to demonstrate strength of will and character, utterly refusing to submit to the Shadow's demands. A PC who takes such a reaction has a TN of 10. A PC who wavers, hesitates, or otherwise lacks conviction in rejecting the Shadow's demands has a TN of 15; a PC who actually submits voluntarily, accepting the Shadow's demands, has a TN of 20.

If any PC fails to make the TN for the Void roll, that PC has been Corrupted by the Living Darkness. Give those PCs a copy of the Corruption Cert, with the first (One Point) box marked (in ink).

Awakening

After the PCs resolve the dream (either successfully or Corrupted, regardless), all of them start awake in their quarters, sweating and gasping for breath. Have everyone roll **Simple Awareness** at TN 10 – their senses are on edge after that strange dream. Any PC who succeeds hears a man's voice, somewhere outside their rooms, utter a strangled cry for help. The source of the cry was Ide Doud, the Kolat, who has just fallen to Goju Toguda. If the PCs move quickly, they will be able to reach him before he dies.

The castle is still and silent, almost unnaturally so. If the PCs investigate, they quickly find the Unicorn guard who is normally posted outside the guest quarters. His throat has been slit, and blood still oozes from the wound, staining his kimono darkly. Nearby, there is a smeared puddle of blood, and a trail of blood droplets and bloody sandal-prints leads to (and down) a nearby staircase. Any PC rolling **Investigation/Intelligence** (or **Battle**) at TN 10 surmises that a second man was badly wounded here, but managed to get up and descend the stairs. The air feels close and stifling, and the PCs have trouble staying awake – the Shadow is doing its best to keep

the castle asleep and helpless while it moves to free its minion.

Any PC who tries to seek help will find that many of the castle's guards have fallen asleep at their posts, and those who remain awake seem sluggish and unresponsive (they have all been the targets of mental attacks similar to those which the PCs underwent, and are left confused and shaken in their aftermath). If the PCs persist in getting help, they will eventually be able to rouse guards or fellow guests to action, but it will be too late – the Shadow has come and gone, freeing its servant, and there is nothing left to do but count up the bodies.

The Fate of Ide Doud

If the PCs follow the blood trail immediately, they descend to the ground floor of the castle, where they find two more dead guards, their wounds even fresher. The door behind them stands open, and beyond another staircase descends to the castle cellars. The blood-trail continues down the stairs, and PCs rolling **Simple Perception** at TN 10 also notice bloody handprints on the walls – whoever is leaving the trail was having to prop himself up with one hand as he descended.

At the bottom of the stairs is a vaulted chamber which houses some of Shiro Iuchi's vast siege stores (a standard feature of most Rokugani castles). A single gaijin lantern, crafted from glass and metal, burns on a shelf in one corner, casting long shadows across the huge chamber. Here, the blood trail finally comes to an end amid bales of rice: Ide Doud lies on the floor, soaked in blood from a pair of deep wounds in the belly, still struggling feebly to crawl forward. Beyond him, at the far end of the cellar, another guard lies dead outside a heavy iron-bound oaken door.

Doud is almost dead, long past saving with either medicine or magic. He is still conscious, however, and recognizes the PCs. "Please, you must stop it," he gasps, pointing feebly at the door. "It...it cannot be allowed to reach the crystal chamber."

There will be time for the PCs to ask one question before Doud expires.

- If they ask who or what they face, or who attacked him, he will say, "The Darkness... the Liar... it wears Toguda's face."
- If they ask about the crystal chamber, he mumbles, "The prisoner... it mustn't be freed."
- If they ask anything else, he just mumbles, "Hurry... hurry..." and gestures again, weakly, at the door.

- If they ask a second question, Doud dies, gurgling softly as his life gives out.

If the PCs agree to help Doud (before he dies), he will live just long enough to fumblingly offer them his crystal brooch. “This will hurt it,” he whispers, choking on his own blood. “I suspected... but it still caught me... by surprise...”

The PCs can also acquire the crystal brooch simply by searching Doud, although if they wait until he is dead they will have to be very careful to avoid touching dead flesh.

Into the Dungeon

The heavy oaken door beyond Doud is normally barred from this side, to prevent anyone from escaping the castle’s dungeons and prisons. Now the thick oak bar lies on the floor, and the door opens easily. Beyond, a narrow staircase descends to the dungeon level.

Here the PCs find a scene of shocking violence. The bodies of two samurai and a commoner (the castle torturer) are literally torn apart and scattered across the floor of the dungeon, blood and viscera staining the walls. The four lanterns hanging from the ceiling lend a flickering eeriness to the scene. Merely walking through this abattoir is a horrifying experience for Rokugani, invoking as it does their deep phobia of blood and dead flesh, and any PC who is notably fastidious or squeamish must roll **Simple Willpower** at TN 10 to get through this room.

There are a number of cells in the basement, where criminals and other prisoners are kept for questioning. At present these prisoners are sleeping, doped by the Shadow in the same manner as everyone else. The door to the torturer’s personal quarters is open, and blood stains extend into that room – it is apparent that he was awakened by the sound of Goju Toguda destroying the two guards.

At the far end of the room is the door to the lower dungeon, where the castle’s most valuable prisoners are held. The door stands open, its heavy iron lock broken, strangely corroded and brittle (to the point where bits of metal flake off when a PC touches it). The wall and door are reinforced internally with crystal, so Toguda used the Shadow’s entropic powers to weaken the lock’s metal. Beyond the door, a stone-lined shaft about twenty feet across descends into the earth. A narrow staircase descends from the door, spiraling around the wall in a clockwise direction. There is no visible light from below.

At the bottom of this shaft, fifty feet down, are three doors (again reinforced with crystal) which give access to three crystal-walled cells. Two are empty. In the third, a powerful Goju languishes in chains of crystal.

The Fight With Toguda

Goju Toguda is descending the stairs toward the cells, clutching the keys (taken from the dead torturer) in one distorted hand. He is nearly invisible in the darkness, a shifting humanoid thing whose features blur between those of the lost Unicorn and a blank, egg-like suggestion of a face. As soon as the PCs begin to descend the stairs, he turns back to attack them.

The battle with Goju Toguda should seem nightmarish and surreal. As a full-fledged Goju, he can instantly vanish into shadows, emerging elsewhere to attack by surprise. He can also climb along walls or ceilings as readily as floors, and will come scuttling at the PCs from strange directions and with no more warning than a slight hissing sound. The Goju still has Toguda’s swords but preferentially attacks with long claws of shadow-stuff, which rip and rend at the PCs with terrible power, using the Hand-to-Hand skill and inflicting a base 3k3 wounds (plus Strength).

Missile weapons and spells which depend on visual targeting will be almost impossible to use against Toguda, unless the PC’s initiative is simultaneous with the ninja’s. Only if the PCs manage to light the chamber enough to eliminate any concealing shadows (such as by casting Amaterasu’s Blessing or a similar light-bringing spell) will the Goju lose this advantage.

Goju (formerly Shinjo) Toguda

FIRE 2	AIR 3
Agility 3	
EARTH 3	WATER 2
	Strength 3
VOID 0	

TN to be Hit: 25

School/Rank: None (all such knowledge has been consumed by the Shadow)

Honor/Glory: 0/0

Skills: Athletics 3, Battle 2, Defense 3, Etiquette 2, Heraldry 2, Kenjutsu 4, Hand-to-Hand 4, Horsemanship 4, Horse Archery 3, Hunting 2, Naginata 2, Sincerity 2, Umayarijutsu 2, Yarijutsu 3, Yomanri 3

Advantages/Disadvantages: None anymore

Wounds: 54: Dead

Special Abilities: As a full-fledged Goju, Toguda has the following abilities:

Stealth: Toguda adds two extra dice to any roll involving Stealth.

Shadow Speed: Toguda can move instantly from any area of shadow or darkness to any other such area within 300 feet. He will use this ability to attack by surprise each round, rushing out of the shadows behind his chosen target, and attacking against TN 5.

Insubstantiality: Normal weapons, and even jade or magical ones, seem to pass right through Toguda's form, trailing thin lines of blackness. He takes only one-half damage from such weapons, as well as from damaging spells (jade spells do not affect him). Crystalline weapons do full damage. If the PCs shine light through a crystal (such as Doud's brooch) onto Toguda, he will utter a thin scream as the light burns through his shadowy form, causing an automatic 3k3 wounds.

Equipment: Keys to cells, Toguda's daisho set

Help Arrives

If the PCs are doing very poorly in the fight with the Goju, Hida Rokotsu will arrive to help, accompanied by several Iuchi shugenja. Rokotsu was awakened by the same dream attack that struck the PCs (he is a Kolat, after all, and thus a sworn enemy to the Shadow) but took the time to seek out help – his Kolat contacts made this easier than it might have been for the PCs. Rokotsu will engage the Goju with his tetsubo (which has crystal shards worked into it) while the shugenja employ Water spells to heal injured PCs and Air spells to attack and baffle the Goju.

If the PCs succeed in the fight on their own, Rokotsu and the Iuchi will arrive shortly after the end of the fight, and assist the PCs in recovering from their battle.

In either case, they will ask the PCs to explain what happened, and listen carefully to everything they say. Wounded PCs will be healed with *Path to Inner Peace* and *Regrow the Wound*.

Aftermath and Conclusion

If the PCs intervened, they stopped the Shadow from freeing its servant in the castle, thereby earning the eternal friendship of the Iuchi family. Any ronin PCs are offered membership in the Iuchi family (and attendance at either the Iuchi shugenja or Shinjo bushi school, at their choice). Clan shugenja PCs are offered one Unicorn Clan spell of their choice, selecting from the spells listed in *Way of the Unicorn*. All other Clan PCs are given an item of Excellent equipment (2 points

of item quality as per *Way of the Unicorn*, cannot be a katana or wakizashi but may be another weapon). The Unicorn will ask them to keep the whole incident secret.

Such PCs have also come to the attention of the Kolat. If they had previously earned the Kolat's enmity (in the adventure *A Mantis and His Rat*, for example), they may delete that Disadvantage. If they are unknown to the Kolat, they now gain "Minor Favor: Kolat."

If the PCs failed to intervene against the Shadow, or wasted time seeking help, the prisoner is freed, and both it and Toguda flee the castle. The PCs are thanked for any efforts they made, and the Unicorn again ask them to keep the incident secret.

Rewards for Completing the Adventure

At the end of the scenario, any PCs with Shadowlands Taint must make a Simple Earth roll with a TN of 5 + (5 x Taint Rank). If the roll is failed, the PC acquires one additional point of Taint.

Experience Points

Playing the adventure:	2 XP
Good role-playing:	1 XP
Stopping the Goju's rescue attempt:	1 XP

Total Possible Experience: 4 XP

Honor

If the PCs stop the Living Darkness from freeing the imprisoned Goju, Unicorn PCs earn +1 Honor each. If they failed to stop the escape, any Unicorns lose 2 points of Honor.

Glory

None awarded for this round. PCs who were unable to hide their reactions to the spicy Unicorn food lose 1 point of Glory for publicly embarrassing themselves.

Other Awards/Penalties

PCs who failed the contest of wills with the Shadow during its invasion of Shiro Iuchi receive the cert for Shadow Corruption with one Shadow Point, which should be recorded in ink and initialed by the GM. If they encounter the Shadow again, they will be vulnerable to it. But surely we will not be so cruel...

PCs who stop the Shadow are awarded an item of Excellent quality (can be a weapon, but not a katana or wakizashi), a Unicorn spell, or membership in the Unicorn Clan, depending on whether they are samurai, shugenja, or ronin. Ronin who are accepted into the Unicorn Clan immediately learn the Rank One Technique of their chosen school, and gain additional School Ranks at each subsequent 25-point increment of Insight.

Also, if the Shadow was defeated, all surviving PCs earn **Minor Favor: Kolat**, or can delete an enmity with the Kolat, at their option.

The NPCs (Round One)

Judges and Daimyos

Shinjo Yokatsu: the Champion of the Unicorn Clan is famed for both his skill as a warrior and his utter ineptitude in the courts of the Empire. A gruff, awkward man who seems only truly at home when riding the steppes beyond the mountains, Yokatsu for the most part holds aloof from those of other clans, preferring the company of his own people, who love him the more for his eccentricities.

Iuchi Daiyu: the oldest shugenja in the Iuchi family, and the keeper of that family's lore and prophecies, Daiyu has a clear, unlined face despite his age, and wisdom shines from his eyes. A self-made man (he turned down a chance to study with the Phoenix), Daiyu respects those who learn on their own as he did.

Otaku Kamoko: the young, fiery daimyo of the Otaku family carries a bitter grudge against the Lion who killed her father, and is clearly uncomfortable at having Akodo Toturi here as a judge and guest. She is very enthusiastic about the tournament, however, and will serve as the primary judge on the competitions of riding, archery, and mounted combat.

Akodo Toturi (honored guest): the Champion of the Lion Clan is a tall, pale, intelligent young man with a keen sense of honor and duty. He will be scrupulously fair in judging the contests, and shows no favoritism or bias of any kind.

Notable Contestants and Guests

Iuchi Dogo: a short, thin man of early middle age, with a neatly-trimmed goatee and a kimono which, while of poor quality, is immaculately maintained. Normally quiet and slightly anxious around other, wealthier PCs, he is actually a seething cauldron of hatred and envy, directed against those more fortunate than himself and, especially, against the Crane, who he blames for his family's poverty and humiliation. Dogo has allowed his hatred to overturn his Honor and judgment, and is sorely tempted by the power of Maho. At this tournament, the presence of the rich and charming Crane Kakita Kujiaki will finally push Dogo over the edge, driving him to commit murder.

FIRE 2	AIR 3
EARTH 3	WATER 4

VOID 2

TN to be Hit: 15

School/Rank: Iuchi Shugenja 2

Honor/Glory: 1.1/1.3

Skills: Acting 1, Athletics 2, Battle 2, Courtier 1, Defense 2, Etiquette 2, Heraldry 2, Horsemanship 3, Hunting 2, Kenjutsu 2, Law 2, Lore (Crane Clan) 1, Medicine 3, Poetry (Unicorn) 2, Sincerity 3, Spell Research 4, Spellcraft 2, Stealth 3, Tantojutsu 4, Theology 2, Yarijutsu 1, Yomanri 1.

Spells: Sense, Commune, Summon, (Water) Ride Through the Night*, Speed of the Unicorn*, Sympathetic Energies (both 1st and 2nd Edition versions), The Horse's Nose*, (Earth) Earth's Stagnation, Elemental Ward, Know the Ground, (Air) The Four Wind's Favor*, Way of Deception. Spells marked with an asterix (*) are found in Way of the Unicorn.

Advantages/Disadvantages: Crafty, Innate Abilities (1st Edition Sympathetic Energies, Know the Ground, Way of Deception), Strength of the Earth (rank 1)/Compulsion (gain power), Dark Fate (evil version of Great Destiny), Driven (to hurt the Crane Clan), Social Disadvantage (poor family).

Equipment: Kimono, Unicorn riding horse, wakizashi, tanto, scroll satchel.

Iuchi Sogatsu: a sharp contrast to his pinched-in fellow shugenja Dogo, Sogatsu is a frazzled, unkempt man whose balding head is wreathed in a cloud of thinning unbound hair. Fascinated by the Name magic which his family brought back from the distant cities of the Burning Sands, Sogatsu will discuss the secrets of this strange magical power with any shugenja who are willing to tolerate the topic. An honorable man, Sogatsu is genuinely interested in Name magic and does not see the problems in remarks like, "If the elements exist beneath, and independent, of the spirits, does this not call into question our belief that the spirits ARE the elements?"

FIRE 2	AIR 3
Intelligence 3	
EARTH 2	WATER 3
Willpower 3	
VOID 2	

TN to be Hit: 15

School/Rank: Iuchi shugenja 1

Honor/Glory: 2.7/1.4

Skills: Acting 1, Archery 4, Astrology 2, Athletics 3, Battle 2, Courtier 1, Defense 2, Etiquette 3, Heraldry 1,

Horsemanship 4, Hunting 1, Kenjutsu 1, Lore (Name magic) 3, Medicine 3, Shintao 3, Sincerity 4, Spell Research 5, Spellcraft 1, Tantojutsu 4, Tea Ceremony 1, Theology 2, Yarijutsu 2.

Spells: Sense, Commune, Summon, plus 3 Water, 2 Earth, and 1 Air, as chosen by the GM.

Advantages/Disadvantages: Allies (Iuchi family), Innate Ability (one spell)/Fascination (Name magic)

Equipment: Kimono, Unicorn riding horse, tanto, scroll satchel.

Shinjo Yasamura: the awkwardly charming younger son of Shinjo Yokatsu was entered in the tournament almost as an afterthought, to represent the Clan Champion's line. He fancies himself a lady's man and will endeavor to flirt charmingly with the various female contestants, including any female PCs. Unfortunately, his talents in this endeavor do not measure up to his self-image.

Additional information on Yasamura may be found in *Way of the Unicorn*.

FIRE 2 Agility 4	AIR 2 Reflexes 4
EARTH 4	WATER 3 Strength 4
VOID 3	

TN to be Hit: 20 (25 in light armor)

School/Rank: Shinjo bushi 2

Honor/Glory: 2.7/7.4

Skills: Athletics 3, Battle 3, Defense 4, Etiquette 2, Kenjutsu 7, Horsemanship 8, Horse Archery 5, Hunting 5, Lore (Unicorn Clan) 3, Naginata 5, Sincerity 2, Umayarijutsu 4, Yarijutsu 4, Yomanri 3

Advantages/Disadvantages: Bente's Blessing, Quick/Soft-Hearted, Vain

Equipment: Kimono, light armor, Unicorn riding horse, daisho set, yari (all of fine or excellent quality).

Shinjo Toguda: the Shinjo family's other representative in the tournament is a stern, serious man in his early twenties with a thick scar running down one arm. His eyes are dark with barely-suppressed anger, which comes bubbling to the surface whenever he is in the presence of Crab samurai. Toguda was one of the Unicorn samurai who was defeated and humiliated a few years ago by Hida Tsuru, and he nurses his grudge like a favored child, waiting for the day when the Unicorn Clan will ride forth to avenge Tsuru's insult. He will treat any Crab PCs as enemies, although he will avoid an open duel.

Toguda's festering anger will make him vulnerable to the power of the Living Darkness, and it will "take" him on the first night of the tournament. Thereafter he

rapidly descends the path toward the Goju, culminating in his attempt to free the prisoner in Shiro Iuchi.

FIRE 2 Agility 3	AIR 3
EARTH 3	WATER 2 Strength 3
VOID 2	

TN to be Hit: 15 (20 in light armor)

School/Rank: Shinjo bushi 1

Honor/Glory: 1.2/1.7

Skills: Athletics 3, Battle 2, Defense 3, Etiquette 2, Heraldry 2, Kenjutsu 4, Hand-to-Hand 4.

Horsemanship 4, Horse Archery 3, Hunting 2, Naginata 2, Sincerity 2, Umayarijutsu 2, Yarijutsu 3, Yomanri 3

Advantages/Disadvantages: Heart of Vengeance (Crab)/Driven (to avenge himself on the Crab), Frail Mind, Unluck (rank 1)

Equipment: Kimono, light armor, Unicorn riding horse, daisho set, yari.

Otaku Yui: a cheerful, friendly, often flirtatious battle-maiden, a studied contrast to their more common dour aspect. Yui embraces life as a series of games and challenges, and laughs at danger and embarrassment alike. She wears her hair long and loose, allowing it to swirl around her head when she rides. Yui will flirt light-heartedly with any attractive males around (PCs and otherwise) but will not allow such amusements to go too far.

FIRE 2 Agility 3	AIR 3
EARTH 2 Willpower 3	WATER 2 Perception 3
VOID 2	

TN to be Hit: 15 (25 with heavy armor)

School/Rank: Otaku battle maiden 1

Honor/Glory: 3.3/1.5

Skills: Athletics 4, Battle 3, Defense 3, Etiquette 1, Heraldry 2, Kenjutsu 4, Horsemanship 6, Horse Archery 4, Hunting 3, Naginata 3, Sincerity 2, Umayarijutsu 4, Yarijutsu 3, Yomanri 2.

Advantages/Disadvantages: Daredevil, Luck (rank 2)

Equipment: Kimono, heavy armor, Otaku steed, daisho set, naginata, umayari.

Otaku Kubo: a serious, dedicated man who wears the symbol of a Unicorn Clan magistrate. He is balding, and shaves his remaining hair close to his head, giving him an almost monk-like appearance. Kubo has seen first-hand to destructive effects of opium addiction (his

sister fell prey to its seductive call), and is determined to stamp out the illegal opium trade. He is even a little doubtful about opium's medicinal uses, believing the risk of addiction is too great. After many years of research, he is increasingly convinced that the opium trade is masterminded by the Scorpion Clan... and he is right, as he will soon learn.

FIRE 3	AIR 3
Intelligence 4	
EARTH 2	WATER 3
Willpower 3	
VOID 2	

TN to be Hit: 15 (20 in light armor)

School/Rank: Shinjo bushi 1

Honor/Glory: 2.8/2.3

Skills: Athletics 4, Battle 1, Courtier 2, Defense 4, Etiquette 3, Heraldry 4, Investigation 5, Kenjutsu 3, Law 6, Lore (Opium trade) 4, Horsemanship 4, Horse Archery 2, Hunting 4, Naginata 2, Shintao 2, Sincerity 5, Stealth 2, Umayarijutsu 2, Yarijutsu 2, Yomanri 2.

Advantages/Disadvantages: Clear Thinker, Social Position (clan magistrate)/Driven (to stamp out opium trade), Sworn Enemies (Scorpion opium cartels).

Equipment: Kimono, light armor, Unicorn riding horse, daisho set, badge of office.

Ide Doud: a charming, relaxed man, short and slim, with swarthy features and twinkling eyes that never seem to miss anything. Doud's foreign name is something of a handicap when dealing with other Rokugani, but he is skilled at overcoming this handicap, and his charming manners and general likeableness will usually overcome the prejudices he meets.

However, Doud has a very dark secret indeed: he is a Kolat. His job is to watch over the "prisoner" kept in the cellar of Shiro Iuchi, waiting for the Living Darkness to strike. Recently, he has seen evidence that the Darkness may be moving to free its prisoner, and has sent word to his superiors – which has brought Hida Rokotsu to visit.

FIRE 3	AIR 3
Intelligence 4	Awareness 4
EARTH 2	WATER 2
	Perception 4
VOID 3	

TN to be Hit: 15

School/Rank: Ide Emissary 2

Honor/Glory: 0.3/3.4

Skills: Athletics 2, Battle 2, Commerce 2, Courtier 4, Defense 3, Etiquette 4, Heraldry 5, Investigation 7,

Kenjutsu 2, Law 4, Lore (many) 5, Horsemanship 2, Hunting 3, Shintao 4, Sincerity 6, Stealth 4, Yarijutsu 1, Yomanri 1.

Advantages/Disadvantages: Allies (many), Apparent Honor (3), Benten's Blessing/Dark Secret (Kolats), Gaijin Name, Sworn Enemies (many)

Equipment: Kimono, wakizashi, tanto, crystal brooch.

Shosuro Tajiki: Tajiki is a charming, friendly Scorpion who wears a minimal mask. Trained as a Bayushi bushi, he earned an appointment as Emerald Magistrate last year, and wears the sash of his office proudly.

In actuality, he is also a ruthless Shosuro assassin and accomplished liar, a "trouble-shooter" who the Scorpion Clan dispatches to deal with problems that threaten their goals. In this case, Tajiki is here to assassinate Otaku Kubo, whose meddling threatens Scorpion control over the opium smuggling network. Once he realizes who Kaze is, he will attempt to deal with that problem as well.

FIRE 4	AIR 3
	Reflexes 4
EARTH 3	WATER 3
	Perception 4
VOID 3	

School/Rank: Shosuro Shinobi 3

Honor/Glory: 0.4/3.7

Skills: Acting 6, Archery 6, Athletics 3, Battle 3, Defense 4, Etiquette 5, Explosives 3, Horsemanship 4, Iaijutsu 5, Kenjutsu 4, Law 3, Medicine 4, Ninjutsu (shuriken) 5, Poetry 3, Poison 4, Seduction 6, Sincerity 5, Stealth 6

Advantages/Disadvantages: Apparent Honor (2), Dangerous Beauty, Heartless, Shadow Brand (1), Social Position (Emerald Magistrate)/Dark Secret (Shosuro assassin), Sworn Enemies (many).

Equipment: Kimono, light armor, daisho set, poisoned shuriken (in hidden pouch), puzzle box (contains poisons), sash of an Emerald Magistrate.

Bayushi Eriko: a lovely young maiden who fits the mold of the classic manipulative Scorpion courtier. Eriko always smiles, always keeps her eyes properly averted, always has a polite question or a clever witticism ready to hand. Beneath her façade, she is an icy, brutally ruthless Scorpion agent who will do literally anything to support her Clan and its goals. She is aware of the threat from Otaku Kubo (not least because she helps run the local opium network), and her reports of this problem are what brought Shosuro Tajiki to the festival. Apart from that, her principle

goal is to accumulate blackmail material on as many of the guests as possible.

FIRE 3 Intelligence 4	AIR 3 Awareness 4
EARTH 2	WATER 2 Perception 3
VOID 3	

TN to be Hit: 15

School/Rank: Bayushi courtier 2

Honor/Glory: 1.2/3.7

Skills: Acting 3, Defense 2, Etiquette 6, Law 3, Lore (Unicorn clan) 4, Poetry 4, Poison 5, Political Maneuvering 4, Seduction 7, Shintao 2, Sincerity 8, Sleight-of-Hand 5, Stealth 6, Tantojutsu 5, Tea Ceremony 5, Tessen 3, Theology 4.

Advantages/Disadvantages: Dangerous Beauty, Heartless/Dark Secret (opium smuggler).

Equipment: Kimono, tanto

Daidoji Ikori: this Crane warrior is a tough, bandy-legged man in his early twenties. He wears his hair cropped short with no topknot, an unusual style for a samurai (which he defends as “practical on the battlefield”). He tends to be a bit blunt and plain-spoken for a Crane, the legacy of his stint on the Kaiu Wall a few years ago – he made friends then, among the Crab, whom he still remembers fondly. That notwithstanding, Ikori is fiercely protective of his own Clan, and has an instinctive dislike of Lions and Scorpions. He also grows increasingly angry, as the tournament progresses, with the insults of Iuchi Dogo.

FIRE 3	AIR 3 Reflexes 4
EARTH 3	WATER 3
VOID 2	

Wounds are at +2 per rank (Daidoji school)

TN to be Hit: 20 (25 in light armor)

School/Rank: Daidoji bodyguard 2

Honor/Glory: 2.4/1.5

Skills: Archery 4, Athletics 5, Battle 4, Defense 6, Etiquette 3, Hand-to-Hand 3, Heraldry 2, Horsemanship 3, Hunting 3, Iaijutsu 5, Kenjutsu 5, Shintao 3, Sincerity 2, Yarijutsu 4.

Advantages/Disadvantages: Balance/Driven (to strengthen Crane Clan against the Lion)

Equipment: Kimono, light armor, daisho set.

Kakita Kujiaki: Kujiaki is a fine example of the best the Crane have to offer – elegant, charming, handsome, honorable, and highly skilled. His white-dyed hair is

worn long and loose, his skin is clear, his eyes a striking gray-blue, and every movement is a study in grace. Unlike many Cranes who openly sneer at the cruder, less mannered Clans, Kujiaki is polite and friendly to all, seeking to convert others to friendship with the Crane rather than score points against them. He even extends this policy to his Clan’s ancestral enemies in the Lion Clan. Not surprisingly, he quickly becomes the most popular guest at the festival.

Unfortunately, Kujiaki is also a direct member of the Crane family which humiliated Iuchi Dogo’s family in a political struggle a generation ago.

FIRE 3 Agility 4	AIR 4
EARTH 2	WATER 3
VOID 3	

TN to be Hit: 20 (25 with light armor)

School/Rank: Kakita duelist 2

Honor/Glory: 3.7/2.7

Skills: Archery 7, Athletics 5, Battle 4, Courtier 3, Defense 5, Etiquette 6, Hand-to-Hand (Mizu-do) 3, Horsemanship 4, Iaijutsu 7, Kenjutsu 4, Poetry 2, Sincerity 5, Yarijutsu 6

Advantages/Disadvantages: Benten’s Blessing, Gentry, Kakita Blade, Luck (rank 1)/Can’t Lie, Sworn Enemy (Iuchi Dogo).

Equipment: Fine kimono, light armor, daisho set (Kakita blade)

Hida Rokotsu: a big, gruff Hida bushi in the classic mold, Rokotsu has little time for the prancing and manners of the other Clans, and even the Unicorn strike him as fancy and foolish. He will dismiss most friendly approaches with scowls and insults, and comes close to provoking a fight with Shinjo Toguda several times. Aside from fellow Crab, the only people he seems to get along with are Daidoji Ikori and any others who have served time on the Kaiu Wall.

There is much more to Rokotsu than meets the eye, however. He is a high-ranking Kolat, probably their highest-ranking Crab operative, and is here to meet with Ide Doud about the possible threat from the Living Darkness. The two will be careful to avoid any public meetings, and only Rokotsu’s sudden appearance during the battle with the Goju will hint at his true nature.

FIRE 3	AIR 3
EARTH 4	WATER 3 Strength 4

VOID 3

TN to be Hit: 15 (25 with heavy armor)

School/Rank: Hida bushi 3

Honor/Glory: 0.4/3.2

Skills: Acting 5, Archery 4, Athletics 6, Battle 5, Defense 5, Etiquette 1, Hand-to-Hand (kubo) 5, Horsemanship 3, Kenjutsu 5, Lore (Kolats) 9, Lore (Shadowlands) 6, Sincerity 5, Sleight-of-Hand 5, Stealth 6, Tsubojutsu 7, Yarijutsu 4.

Advantages/Disadvantages: Allies (Kolats, Daidoji family), Apparent Honor (1), Large, Strength of the Earth (rank 3)/Bad Reputation (anti-social), Dark Secret

Equipment: Kimono, heavy armor, Rokugani pony, daisho set, tetsubo, tear of the Oni.

Kuni Takaoka: This Crab shugenja is a dour, grim man with bony limbs and thick, clumsy-looking hands. His hair is worn long and loose, giving him a somewhat wild look. He has better manners than many Crabs, but still makes occasional mordant comments on the wealth and safety which the other Clans enjoy, courtesy of the sacrifices of the Crab. Takaoka has no secrets, but treats Scorpions with instinctive hostility and looks down on non-militant clans such as the Crane and Phoenix.

FIRE 3	AIR 2
	Awareness 3
EARTH 4	WATER 3
VOID 2	

TN to be Hit: 10 (15 with light armor)

School/Rank: Kuni shugenja 3

Honor/Glory: 1.7/3.8

Skills: Athletics 2, Bard 1, Battle 2, Calligraphy 3, Defense 4, Etiquette 2, Hand-to-Hand (Kubo) 4, Kenjutsu 3, Horsemanship 2, Lore (Shadowlands) 6, Medicine 7, Meditation 3, Shintao 2, Sincerity 1, Spell Research 5, Spellcraft 6, Tantojutsu 3.

Spells: Sense, Commune, Summon, plus 5 Earth, 4 Fire, 2 Water, and 1 Air, as chosen by the GM.

Advantages/Disadvantages: Hands of Stone, Strength of the Earth (rank 2)

Equipment: Kimono, light armor, wakizashi, tanto, scroll satchel.

Shiba Tomodachi: a Phoenix bushi who was honored to train at the Kakita dueling school, he is also a Clan magistrate. This man is calm, placid, a pool of water left undisturbed by whatever ripples pass. A student of shintao, he is also an expert swordsman who enjoys sparring with others, seeing it as an exercise in meditation. He is concerned about recent events in

Phoenix lands (the theft of certain scrolls relating to the imprisonment of the legendary Bloodspeaker, Iuchiban) and PCs who watch him closely will notice these worries gnawing at him often.

FIRE 3	AIR 3
Agility 4	Reflexes 4
EARTH 2	WATER 3
VOID 3	

TN to be Hit: 20 (27 in light armor)

School/Rank: Kakita Duelist 2

Honor/Glory: 3.4/1.8

Skills: Archery 4, Athletics 3, Battle 2, Courtier 3, Defense 3, Etiquette 4, Horsemanship 3, Iaijutsu 5, Kenjutsu 6, Lore (Kakita school) 2, Shintao 5, Sincerity 4, Tea Ceremony 2, Theology 3, Yarijutsu 4.

Advantages/Disadvantages: Balance, Different School, Irreproachable

Equipment: Fine kimono, fine light armor, fine daisho set

Togashi Bokkai: this man is one of the Dragon Clan tattooed men, the Ise Zumi. He wears only a simple green robe, and looks both serene and ageless. Visible tattoos include the open waters of the ocean (on his chest) and the centipede (climbing around his right arm and up over the top of his head). A **Simple Perception** roll, TN 15, will reveal a Crane tattoo peaking over his shoulder. Bokkai is actually 268 years old, his life extended by the legendary Crane tattoo, and has seen many things which other Rokugani know only as history. He will speak openly and animatedly with everyone, and has a tendency to speak of historical events from his direct experience, forgetting that others will be unsettled by such behavior. He never eats or drinks anything (due to the Ocean tattoo) and if asked about his abstinence, remarks, "The waters of the ocean run deep. What are my needs in comparison to that?"

FIRE 4	AIR 3
Agility 5	Awareness 4
EARTH 3	WATER 3
	Perception 5
VOID 5	

TN to be Hit: 15

School/Rank: Togashi Ise Zumi 4

Honor/Glory: 4.3/2.0

Skills: Athletics 8, Bojutsu 8, Hand-to-Hand (kaze-do) 8, Shintao 9, all other skills in existence at 2. Note that the Tortoise tattoo allows Bokkai to have skill rank 4 in *anything* four times a day.

Advantages/Disadvantages: Brink of Enlightenment, Tattoos (Crane, Centipede, Ocean, Tortoise, Arrowroot)/Ascetic
Equipment: Hakema pants, sandals, bo staff.

Kitsune Sanae, Fox Clan: A quiet, gentle woman whose eyes show flecks of green amid their dark brown. Sanae wears her hair long and carefully bound up on her head, and always moves and speaks with complete calm and deliberation. Trained as a Mirumoto bushi, she avoids wearing armor or carrying weapons except when necessary (such as during the competitions) and spends the rest of her time dressed in formal flowing kimono and carry only a simple tanto tucked under her obi. Indeed, many have mistaken her for a courtier or shugenja on first encounter.

FIRE 2 Agility 3	AIR 3
EARTH 3	WATER 2
VOID 3	

TN to be Hit: 20

School/Rank: Mirumoto bushi 2

Honor/Glory: 2.4/1.3

Skills: Archery 4, Athletics 3, Courtier 5, Defense 3, Etiquette 6, Hand-to-Hand 2, History 3, Horsemanship 2, Iaijutsu 5, Kenjutsu 5, Lore (Fox clan) 4, Lore (shugenja) 5, Meditation 4, Sincerity 5, Tea Ceremony 3, Yarijutsu 2.

Advantages/Disadvantages: Balance, Different School (Mirumoto bushi)

Equipment: Fine kimono, hakema, daisho set, tanto.

Kaze ("Wind"): This plain-featured, unremarkable man wears rough, colorless garments, and ties his hair in a loose ponytail that seems to always be drifting in the breeze. Kaze is a former Yogo Scorpion, fled from his Clan after betraying their trust (he sold one of the Black Scrolls to the Crab Clan). He has spent the last several years as a mercenary ronin, and hopes (vainly) to earn enough recognition at this tournament to get admission to the Unicorn Clan.

Unfortunately, one of the guests here – Shosuro Tajiki – recognizes Kaze for who he really is.

FIRE 3	AIR 4
EARTH 2	WATER 3
VOID 2	

TN to be Hit: 20

School/Rank: Soshi Shugenja 1

Honor/Glory: 0.4/1.1

Skills: Archery 4, Athletics 2, Calligraphy 3, Courtier 2, Etiquette 5, Horsemanship 3, Kenjutsu 2, Meditation 4, Poison 2, Sincerity 5, Stealth 4, Tantojutsu 4, Theology 3

Spells: Sense, Commune, Summon, (Air) Mists of Illusion, Wind's Distractions, Know the Shadows, (Earth) Earth's Stagnation, Jade Strike, (Water) Torrential Rain, Reflecting Pool, Path to Inner Peace, (Fire) Amaterasu's Blessing, Evil Ward.

Advantages/Disadvantages: Bland, Innate Ability (Wind's Distractions)/Sworn Enemy (Scorpion Clan), Social Disadvantage (Ronin)

Equipment: Kimono, scroll satchel, tanto (1k2).